

FIG. 2

model-view, model-view, model-view, normal, texture normal, projection	"n" simple lights "n" complex lights local lighting		Clipping lines		
view model-view, normal	e light "1" complex light	Projection	iangles Clipping strips of triangles	og Exponential Fog	
Transform model-view	Lighting "1" simple light	Post Lighting None Transform	Clipping Clipping triangles	Fog Linear Fog	

FIG. 3

Output

Final

Phase Module Sequence A

model-view, normal, projection infinite lighting

FIG. 4a

Phase Module Sequence B

model-view, normal, texture
local lighting
projection
linear fog
Output

FIG. 4b

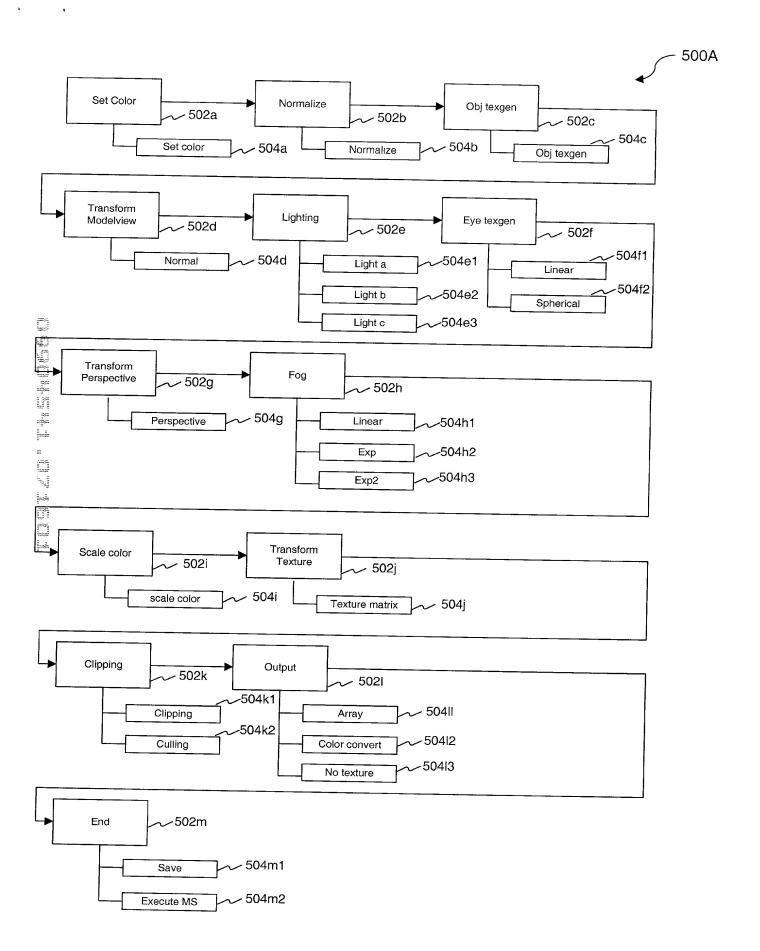


FIG. 5A

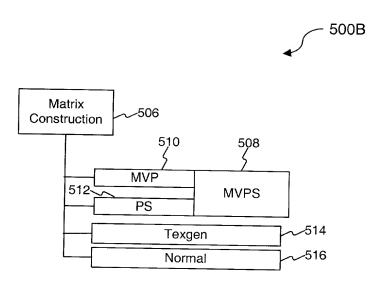


FIG. 5B

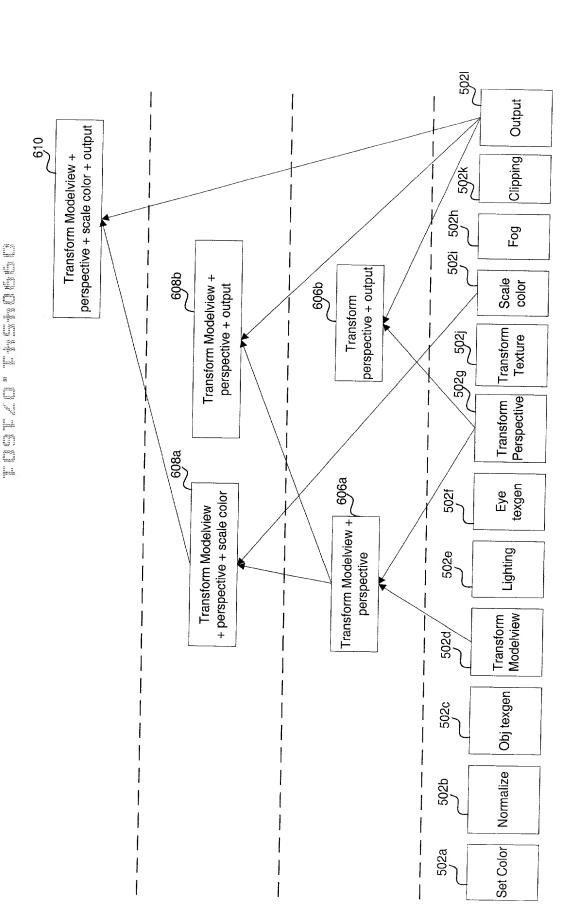


FIG. 6

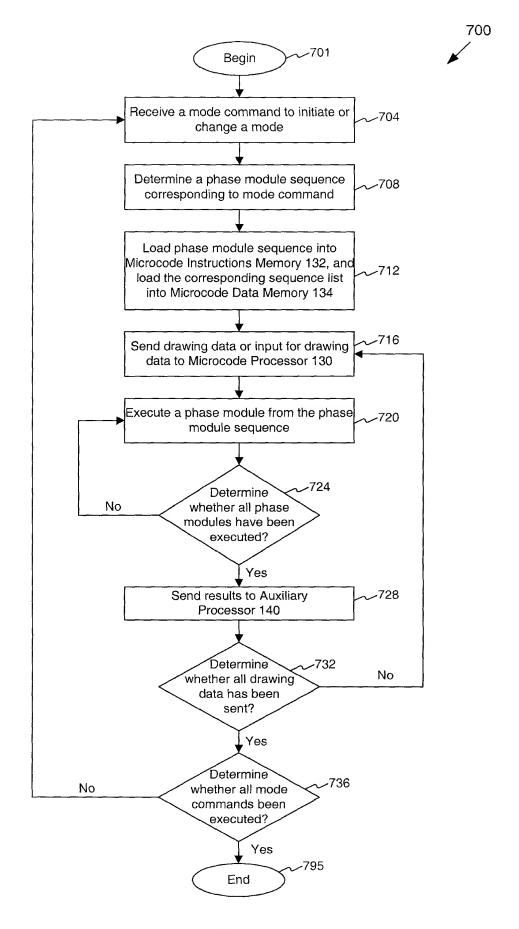


FIG. 7

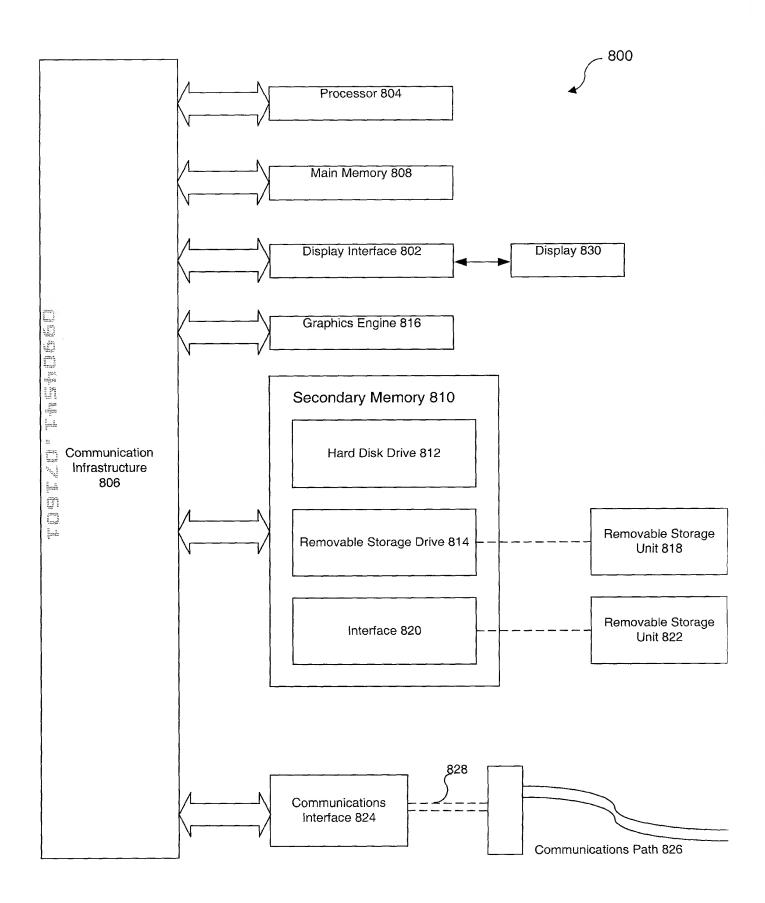


FIG. 8